Your Stuff, My Stuff, Their Stuff, Our Stuff

Consensus Gathering While Building a Digital Asset Management System
Who will be talking about stuff

Rebecca A. Moss
*Media Resources, College of Liberal Arts University of Minnesota*
What needs do we have? What current solutions are in place? What is the climate of the university?

Chad Fennell
*Web Developer, University of Minnesota Libraries*
CodeFest 2013. Why make this proposal? Who came to the table? What were the results?

Colin McFadden
*Software Consultant*
What are the concepts behind the model being worked on? Why will the structure work well for so many different groups? What challenges were faced when considering the needs of the content?
ChimeIn

http://z.umn.edu/libtech
Questions for managers of stuff

• Why do we need to manage content at a top level?
• What challenges do we face finding common solutions for the various groups?
• What kind of content will there be and what needs does it have?
• Why is this a role for libraries AND BEYOND?
• How does the proliferation of Cloud based services make this easier or more difficult?
What are we doing now?

**Digital Content Library** - limited to a few colleges, copyrighted content, highly curated

**University Libraries** - university wide, archives and institutional repository

**University storage** - university wide, multiple options, no rules except storage limits

**Personal storage** - PCs, CDs/DVDs, flash drives, external drives, email, Cloud, etc. “Strganization”
Why do we need to manage content at a top level?

Every two minutes, we take more pictures than all of humanity in the 19th century.

Questions for those with stuff to share

Why do I share?
What do I share?
When do I share?
Where do I share?
How do I share?
Who does the sharing?
What challenges do we face finding common solutions for the various groups?
DCL 3.0

Let’s make new mistakes
Articulating Sadness
Imaging Happiness
good metadata > bad metadata
To the Cloud...

### Storage Pricing

Region: [US Standard]

<table>
<thead>
<tr>
<th></th>
<th>Standard Storage</th>
<th>Reduced Redundancy Storage</th>
<th>Glacier Storage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First 1 TB / month</strong></td>
<td>$0.085 / GB</td>
<td>$0.068 / GB</td>
<td>$0.010 / GB</td>
</tr>
<tr>
<td><strong>Next 49 TB / month</strong></td>
<td>$0.075 / GB</td>
<td>$0.060 / GB</td>
<td>$0.010 / GB</td>
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<tr>
<td><strong>Next 450 TB / month</strong></td>
<td>$0.060 / GB</td>
<td>$0.048 / GB</td>
<td>$0.010 / GB</td>
</tr>
<tr>
<td><strong>Next 500 TB / month</strong></td>
<td>$0.055 / GB</td>
<td>$0.044 / GB</td>
<td>$0.010 / GB</td>
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<tr>
<td><strong>Next 4000 TB / month</strong></td>
<td>$0.051 / GB</td>
<td>$0.041 / GB</td>
<td>$0.010 / GB</td>
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<tr>
<td><strong>Over 5000 TB / month</strong></td>
<td>$0.043 / GB</td>
<td>$0.034 / GB</td>
<td>$0.010 / GB</td>
</tr>
</tbody>
</table>
Transparency

Mar 14, 2014

- fixes some retina issues, misc other new issues
  - colin authored 4 days ago

- fix munging aspect
  - colin authored 4 days ago

- fix rotation bug
  - colin authored 4 days ago

- some missing files.
  - colin authored 4 days ago

- misc changes
  - colin authored 4 days ago

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What kind of content will there be and what needs does it have?
Why is this a role for libraries AND BEYOND?
Keep it Agile

Big Design Upfront vs Minimum Viable Product
(The Process is Not the Product)

Develop, Implement, Revise
Demo
Results of Chimeln
Thank You

(now give us your stuff)